



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: M.A.B. Halstead

Attorney Docket No.: MSFT117205

Application No.: 09/090,119

Group Art Unit: 2151

Filed: June 4, 1998

Examiner: G. S. Fourson

Title: PERSISTENT REPRESENTATIONS FOR COMPLEX DATA  
STRUCTURES AS INTERPRETED PROGRAMS

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AMENDMENT C AND RESPONSE

Seattle, Washington 98101 Technology Center 2100

August 26, 2002

TO THE COMMISSIONER FOR PATENTS:

Applicant respectfully requests that the following amendments be made to the above-identified application:

In the Specification:

Please amend the paragraph beginning at page 11, line 20, to read as follows:

When all arguments of the current fragment have been processed, block 450 appends an instruction to the instruction stream that calls the function named in the current fragment. In TABLE I, this is the entry in the "Function Name" column, the name that had been derived ultimately from a name in the augmented API 211, Fig. 2. Methods written in an object-oriented programming language usually also require pushing the object for which the method is being called, because a stack-based virtual machine must know what object to call the function on, and expects to find this object on the top of the stack. For example, a call to `image.transform(arguments)` involves generating code that evaluates the arguments to transform onto the stack, then generating code that evaluates the image object onto the stack, and finally outputting the instruction that calls the function. Placing the object on the stack may employ other function calls. Static methods are not defined on objects, and thus do not require pushing an object onto the stack. Technically, the object for which a method is called is also an

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01 FC:103 684.00 OP  
02 FC:102 420.00 OP  
03 FC:115 110.00 OP

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